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- 1 [Fast detection of communication patterns in distributed executions](#) 95%  
 Thomas Kunz , Michiel F. H. Seuren  
**Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research** November 1997  
 Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...
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 **Journal on Educational Resources in Computing (JERIC)** September 2001
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 **Proceedings of the ACM 12th annual computer science conference on SIGCSE symposium** January 1984
- 4 [Foundation of a framework to support knowledge management in the field of context-aware and pervasive computing](#) 77%  
 Philipp Amann , Gerald Quirchmayr  
**Proceedings of the Australasian information security workshop conference on ACSW frontiers 2003 - Volume 21** January 2003  
 In this paper we propose a framework to combine Knowledge Management and context-aware and pervasive computing, emphasizing on synchronization and adaptation issues of workflow

processes in mobile settings. The key aspect of the proposed framework is to enable adaptive, two-way interaction between context-aware systems and users in mobile settings. In contrast to existing concepts, we aim at capturing active feedback from users, which should contribute to the *Organizational Memory*, after ...

- 5 The Design and Implementation of a Mobile Learning Resource 77%  
 Mike Sharples , Dan Corlett , Oliver Westmancott  
**Personal and Ubiquitous Computing** January 2002  
Volume 6 Issue 3  
The convergence of mobile communications and handheld computers offers the opportunity to develop technology that will assist individuals and groups to learn anytime, anywhere. We describe the theory-informed design, implementation and evaluation of a handheld learning device. It is intended to support children to capture everyday events such as images, notes and sounds, to relate them to web-based learning resources, to organise these into a visual knowledge map, and to share them with other le ...
- 6 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems 77%  
 Gordon B. Davis , John T. Gorgone , J. Daniel Couger , David L. Feinstein , Herbert E. Longenecker  
**ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems**  
December 1997  
Volume 28 Issue 1
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 Peter G. Neumann  
**ACM SIGSOFT Software Engineering Notes** March 2002  
Volume 27 Issue 2
- 8 Spoken dialogue technology: enabling the conversational user interface 77%  
 **ACM Computing Surveys (CSUR)** March 2002  
Volume 34 Issue 1  
Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...
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 Norman Meyrowitz , Andries van Dam  
**ACM Computing Surveys (CSUR)** September 1982  
Volume 14 Issue 3
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-  B. Barlin , J. M. Lawler  
**Proceedings of the conference on TRI-Ada '92** December 1992

- 11** Launching the new era 77%  
 Kazuhiro Fuchi , Robert Kowalski , Koichi Furukawa , Kazunori Ueda , Ken Kahn , Takashi Chikayama , Evan Tick  
**Communications of the ACM** March 1993  
Volume 36 Issue 3

- 12** Toward a history of (personal) workstations 77%  
 Gordon Bell  
**Proceedings of the ACM Conference on The history of personal workstations** January 1986  
I originally accepted this keynote honor for five reasons: to respond to Alan Perlis' request (he told me I could present anything from a new taxonomy to personal reminiscences); second, to identify the important artifacts that should be preserved in The Computer Museum; third, to posit a framework of the history of workstations that can be written in the next century (we're all too close to create it); fourth, to summarize my own involvement on interactive computing including timesharing a ...

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